

## PACT OF THE COIN

You have received a coin from your patron. You determine how it looks. You can summon the coin as a bonus action, causing it to teleport instantly to your hand. As long as it remains on the same plane of existence as you, you are aware of its location. It can be adhered to any surface, but is easily removed by any creature.

By interacting with your coin such as by flipping, spinning, or handling, you may declare an event you can see up to fate. Before a d20 is rolled, you may declare it a **Coin Flip**. All die rolls from 1-10 are considered a natural 1, and all die rolls from 11-20 are considered a natural 20. When a roll is declared a **Coin Flip** both Advantage and Disadvantage are negated. You must use the resulting roll.

You may use this ability twice, you cannot do so again until you complete a short or long rest.

## QUIRKS

d6

Quirk

- 1 I only have one half of the coin, I am unsure if the other half is with my patron or another one of their warlocks.
- 2 When flipped the coin always lands on its edge.
- 3 When pressed against your ear you can hear a trapped soul cry or scream out. I worry it is mine.
- 4 I swear I have seen the face of the coin stare back.
- 5 There are two ever wet bloody prints on the coin. It is a symbol of the deal I struck.
- 6 Even though I can recall it, I feel lonely without it.

## FLIPPING COINS

You may flip an actual coin instead for the **Coin Flip**. Treat heads as a natural 20 and tails as a natural 1.

## ELDRITCH INVOCATIONS

### COIN CHASER

*Prerequisite: Pact of the Coin feature*

If your coin is within 60 feet of you, you can teleport to it as a bonus action. No matter where the coin is located, you always teleport with your hand on the coin. Even if it is in someone's pocket or pack. If you would arrive in a place already occupied by an object or a creature, you are pushed to the closest open space, coin in hand. You take 1d6 force damage for every 5 feet this displaces you.

Once you teleport in this way, you cannot do so again until you complete a short or long rest.

### ELDRITCH LOAN

*Prerequisite: Level 5, Pact of the Coin feature*

You can declare a **Coin Flip** three times before needing to complete a short or long rest.

### TWISTER OF FATE

*Prerequisite Level 9, Pact of the Coin feature*

When declaring a **Coin Flip** you may roll twice, and select which result to take. If both rolls would result in a natural 20 you regain the use of this feature. If both rolls would result in a natural 1, you are Cursed with misfortune for the next hour. This Curse gives Disadvantage on Ability Checks.

You can't use this feature again until you complete a long rest.



Design [/u/SitkaPad](#) Art: freedom XI

## ELDRITCH SWAP

*Prerequisite: Level 7, Pact of the Coin feature*

When a creature of your size or smaller has your coin and is in 60 feet of you, you may swap places with it as an action. An unwilling creature is unaffected if it succeeds on a Charisma saving throw against your Warlock spell save DC.

You can't use this feature action until you complete a long rest.

## FIEND'S GAMBIT

*Prerequisite: 15th level, Pact of the Coin feature*

If it was not a **Coin Flip**, you may reroll an attack roll you missed, or a saving throw that you failed, you must use the new roll. The reroll is made as if done so under the effects of a **Coin Flip**. On a roll that would result in a natural 1, the next attack against you is made at an advantage as your luck falters.

You can't use this feature again until you complete a long rest.

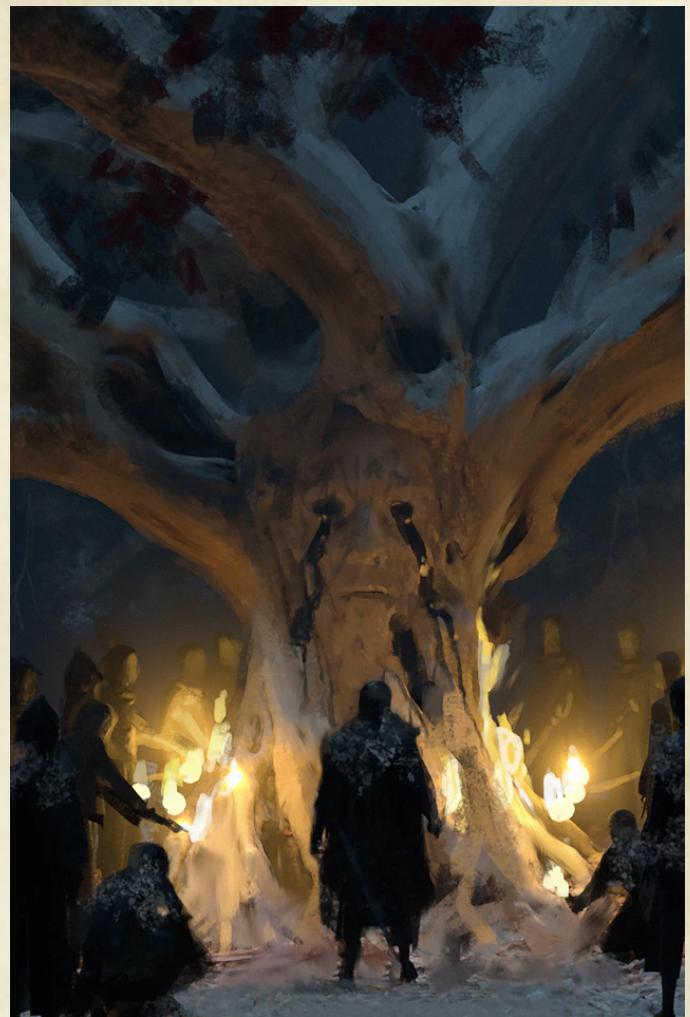
## SIGHT OF THE SIGHTLESS

As an action, you can touch an object with features that resemble an eye, such as a coin, portrait, or tree. You can see what it has seen in the past 24 hours. While doing so you are blind and deafened to your own surroundings. It takes 1 hour to learn of the events that transpired.

## COIN TRICKS

*Prerequisite: Pact of the Coin feature*

You gain proficiency in the Sleight of Hand and Performance skills.



art: Gods of Thrones by Bald Move